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| <div><div><b>Arid Mesa</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div><b>Arid Mesa</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Arid Mesa</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Barbarian Ring</b></div><div>Land</div><div>{T}: Add {R}. This land deals 1 damage to you.<br/>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Barbarian Ring</b></div><div>Land</div><div>{T}: Add {R}. This land deals 1 damage to you.<br/>Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Boltwave</b>Ⓡ</div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div><b>Boltwave</b>Ⓡ</div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div><b>Boltwave</b>Ⓡ</div><div>Sorcery</div><div>Boltwave deals 3 damage to each opponent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           |

®

Boltwave deals 3 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**R W**

Choose one --

- \* Boros Charm deals 4 damage to target player or planeswalker.
- \* Permanents you control gain indestructible until end of turn.
- \* Target creature gains double strike until end of turn.

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Ⓡ Ⓜ

Choose one --

- \* Boros Charm deals 4 damage to target player or planeswalker.
- \* Permanents you control gain indestructible until end of turn.
- \* Target creature gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**R W**

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Choose one --
* Boros Charm deals 4 damage to
target player or planeswalker.
* Permanents you control gain
indestructible until end of turn.
* Target creature gains double
strike until end of turn.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**R W**

Choose one --

- \* Boros Charm deals 4 damage to target player or planeswalker.
- \* Permanents you control gain indestructible until end of turn.
- \* Target creature gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓡ Ⓡ

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

ⓇⓇ

Whenever a player casts a spell with mana value 3 or less, this creature deals 2 damage to that player.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Mountain Plains

(**{T}**): Add **{R}** or **{W}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

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| <div><div><div>Goblin Guide</div><div><div>R</div></div></div><div><div>Creature -- Goblin Scout</div><div></div><div>Haste<br/>Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Goblin Guide</div><div><div>R</div></div></div><div><div>Creature -- Goblin Scout</div><div></div><div>Haste<br/>Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Goblin Guide</div><div><div>R</div></div></div><div><div>Creature -- Goblin Scout</div><div></div><div>Haste<br/>Whenever this creature attacks, defending player reveals the top card of their library. If it's a land card, that player puts it into their hand.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Inspiring Vantage</div><div></div></div><div><div>Land</div><div></div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Inspiring Vantage</div><div></div></div><div><div>Land</div><div></div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><div>Inspiring Vantage</div><div></div></div><div><div>Land</div><div></div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><div>Inspiring Vantage</div><div></div></div><div><div>Land</div><div></div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><div>Lava Spike</div><div><div>R</div></div></div><div><div>Sorcery -- Arcane</div><div></div><div>Lava Spike deals 3 damage to target player or planeswalker.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |

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| <div><div><div><div><div><div></div><div><b>Lava Spike</b></div><div><div>R</div></div></div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Lava Spike</b></div><div><div>R</div></div></div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Lava Spike</b></div><div><div>R</div></div></div><div>Sorcery -- Arcane</div><div>Lava Spike deals 3 damage to target player or planeswalker.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                                                                                         |
| <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                      | <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                      | <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><div>R</div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                      | <div><div><div><div><div><div></div><div><b>Monastery Swiftspear</b></div><div><div>R</div></div></div><div>Creature -- Human Monk</div><div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> |

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| <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Monastery Swiftspear</div> <div>Ⓡ</div> <div>Creature -- Human Monk</div> <div>Haste<br/>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>( {T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                |
| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>( {T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                               | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>( {T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                               | <div>Rift Bolt</div> <div>②Ⓡ</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target.<br/>Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Rift Bolt</div> <div>②Ⓡ</div> <div>Sorcery</div> <div>Rift Bolt deals 3 damage to any target.<br/>Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Rift Bolt2R</div><div>Sorcery</div><div>Rift Bolt deals 3 damage to any target.<br/>Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rift Bolt2R</div><div>Sorcery</div><div>Rift Bolt deals 3 damage to any target.<br/>Suspend 1--{R} (Rather than cast this card from your hand, you may pay {R} and exile it with a time counter on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Roiling Vortex1R</div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.<br/>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.<br/>{R}: Your opponents can't gain life this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Roiling Vortex1R</div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.<br/>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.<br/>{R}: Your opponents can't gain life this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Roiling Vortex1R</div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 1 damage to them.<br/>Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.<br/>{R}: Your opponents can't gain life this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div>Sacred Foundry</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        |

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| <div><div>Searing Blaze</div><div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Searing Blaze</div><div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Searing Blaze</div><div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Searing Blaze</div><div><div>R</div><div>R</div></div></div> <div>Instant</div> <div>Searing Blaze deals 1 damage to target player or planeswalker and 1 damage to target creature that player or that planeswalker's controller controls.<br/>Landfall -- If you had a land enter the battlefield under your control this turn, Searing Blaze deals 3 damage to that player or planeswalker and 3 damage to that creature instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Skewer the Critics</div><div><div>2</div><div>R</div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div><div>Skewer the Critics</div><div><div>2</div><div>R</div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div><div>Skewer the Critics</div><div><div>2</div><div>R</div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div><div>Skewer the Critics</div><div><div>2</div><div>R</div></div></div> <div>Sorcery</div> <div>Spectacle {R} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)<br/>Skewer the Critics deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         |

## Sunbaked Canyon

Land

{T}, Pay 1 life: Add {R} or {W}.  
 {1}, {T}, Sacrifice this land: Draw  
 a card.

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## Sunbaked Canyon

Land

{T}, Pay 1 life: Add {R} or {W}.  
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunbaked Canyon

Land

{T}, Pay 1 life: Add {R} or {W}.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunbaked Canyon

Land

{T}, Pay 1 life: Add {R} or {W}.  
{1}, {T}, Sacrifice this land: Draw a card.

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## Chalice of the Void (X)(X)

Artifact

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

[sidebar]

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## Chalice of the Void (X)(X)

Artifact

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

[sidebar]

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**Containment Priest**      (1)(W)

Creature -- Human Cleric

Flash  
If a nontoken creature would enter  
and it wasn't cast, exile it  
instead.

[sidebar]

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Containment Priest (1W)

Creature -- Human Cleric

Flash  
If a nontoken creature would enter  
and it wasn't cast, exile it  
instead.

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| <div><div><div>Deflecting Palm</div><div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>The next time a source of your choice would deal damage to you this turn, prevent that damage. If damage is prevented this way, Deflecting Palm deals that much damage to that source's controller.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Path to Exile</div><div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Path to Exile</div><div><div>W</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Phlage, Titan of Fire's Fury</div><div><div>1</div><div>R</div><div>W</div></div></div><div><div>Legendary Creature -- Elder Giant</div><div>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>[sideboard]</div></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Phlage, Titan of Fire's Fury</div><div><div>1</div><div>R</div><div>W</div></div></div><div><div>Legendary Creature -- Elder Giant</div><div>When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div><div>[sideboard]</div></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sanctifier en-Vec</div><div><div>W</div><div>W</div></div></div><div><div>Creature -- Human Cleric</div><div>Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sanctifier en-Vec</div><div><div>W</div><div>W</div></div></div><div><div>Creature -- Human Cleric</div><div>Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Smash to Smithereens</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                 |

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| <div> <div>Smash to Smithereens</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div>           Destroy target artifact. Smash to Smithereens deals 3 damage to that artifact's controller.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stony Silence</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div>           Activated abilities of artifacts can't be activated.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stony Silence</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Enchantment</div> <div>           Activated abilities of artifacts can't be activated.         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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